IPS monitor SA322Q A

Ultra Slim

- An ultra-thin profile of 7.2mm and ZeroFrame design
- 31.5" Full HD IPS display with wide viewing angle technology
- AMD FreeSync technology
- 1ms VRB
- Reproducing natural colors with excellent 100 million:1 contrast ratio
- Acer VisionCare help reduce strain on eyes for heavy users
- Energy-efficient, eco-friendly
- VESA wall mount



















Specifications	
Model number	SA322Q A
Color	Black/White
Display	31.5"
Active display area	698x393mm
Maximum resolution and refresh rate	VGA:1920x1080@75Hz HDMI:1920x1080@75Hz
Glare	No
Panel type	IPS
Response time	1ms (VRB)
Contrast ratio (ACM)	100 million:1 max
Brightness	300 cd/m ²
Viewing angle (CR=10)	178° (H), 178° (V)
Colors	16.7 million
Bits	8Bit
Color Gamut	NTSC 72%
Input signal	1VGA+1HDMI(1.4); 1VGA+1HDMI(1.4)+SPK+Audio out+Audio in
VESA Wall Mount	75x75mm
Speaker	1W x 2
Tilt	-5°~ 15°
Power supply (100V-240V)	External adapter

Feature Highlights

Visually outstanding

- 31.5" Full HD1920x1080 displayAMD FreeSync
- 1ms VRB
- 100 million:1 contrast ratio (ACM)

Protective comfort

• Flicker-less, BlueLightShield, Low-dimming and ComfyView technology

Usability enhancements

- Ultra-thin profile of 7.2mm
- Tilt: -5°~ 15°
- VESA wall mount

Eco-friendly:

Acer EcoDisplay





Acer VisionCare™

Acer VisionCare™ technology incorporates several features that take into consideration prolonged usage by heavy users such as programmers, writers, and graphic designers to reduce eye strain and provides a more comfortable viewing experience.



Ultra-thin profile

SA2 displays have ultra-thin profile with only 7.2mm thick, thinner than many smartphones and most of the displays.

1ms Visual Response Boost™



1ms Visual Response Boost™ (VRB), works by either quickly turning off the backlight or inserting a blank, black image between frames aka "blinking". This results in less noticeable blur in fast moving images because the liquid crystals don't have to double up on frames as they rise and fall.

FreeSync

AMD FreeSync

With AMD FreeSync, the game's frame rate is determined by your graphics card, not the fixed refresh rate of the monitor. This means the monitor's frames are synced with the graphics $% \left(1\right) =\left(1\right) \left(1\right)$ card's frames, which eliminates screen tearing and delivers very smooth gaming experiences.



